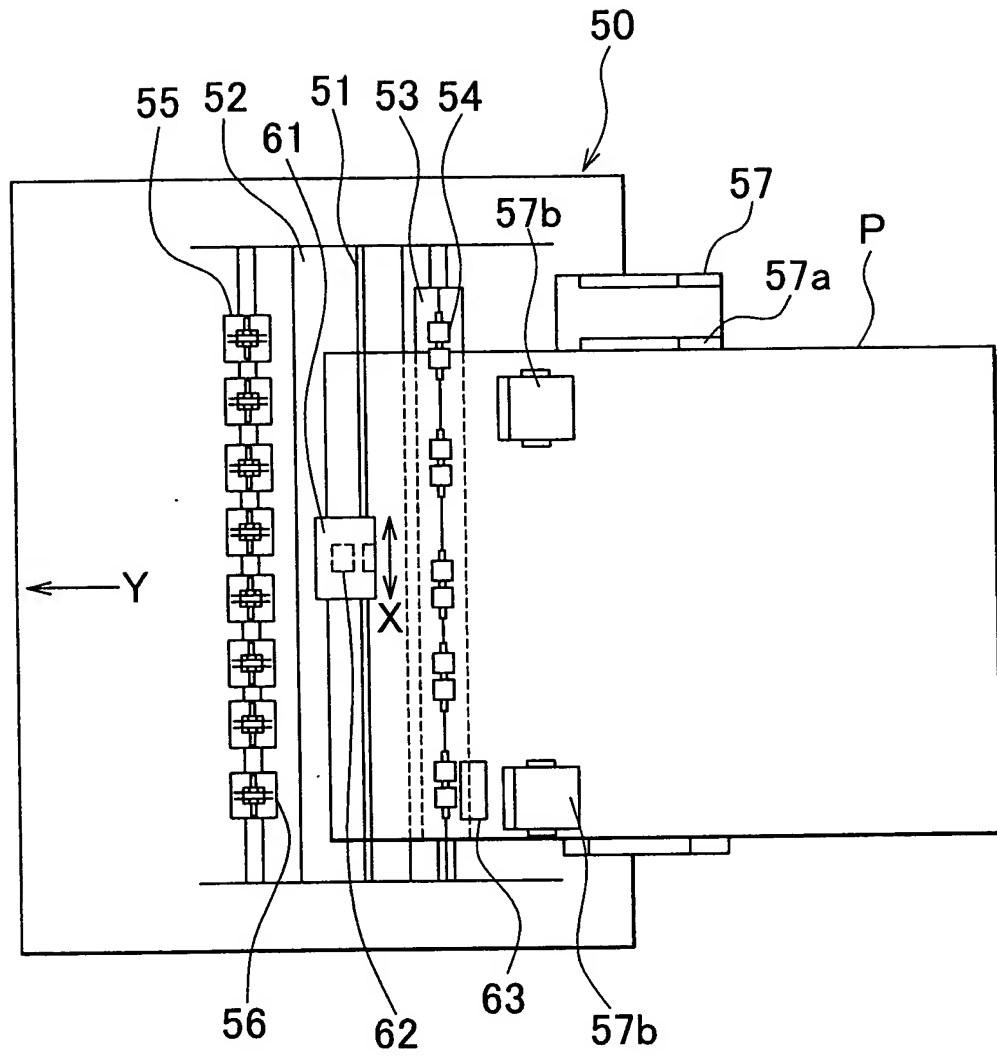


FIG. 1



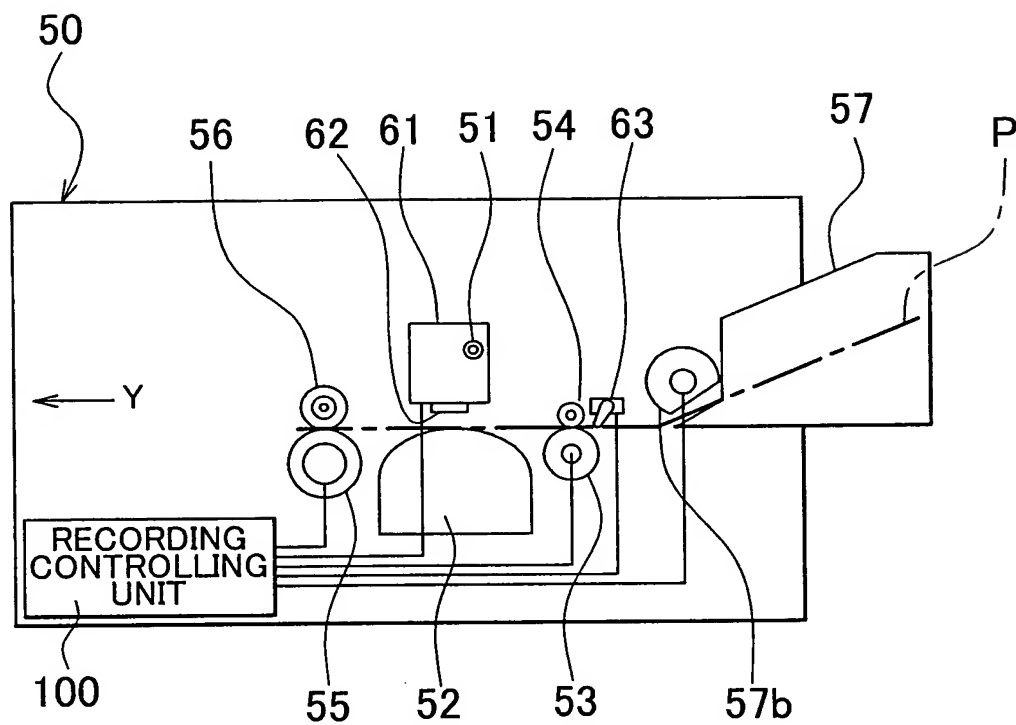
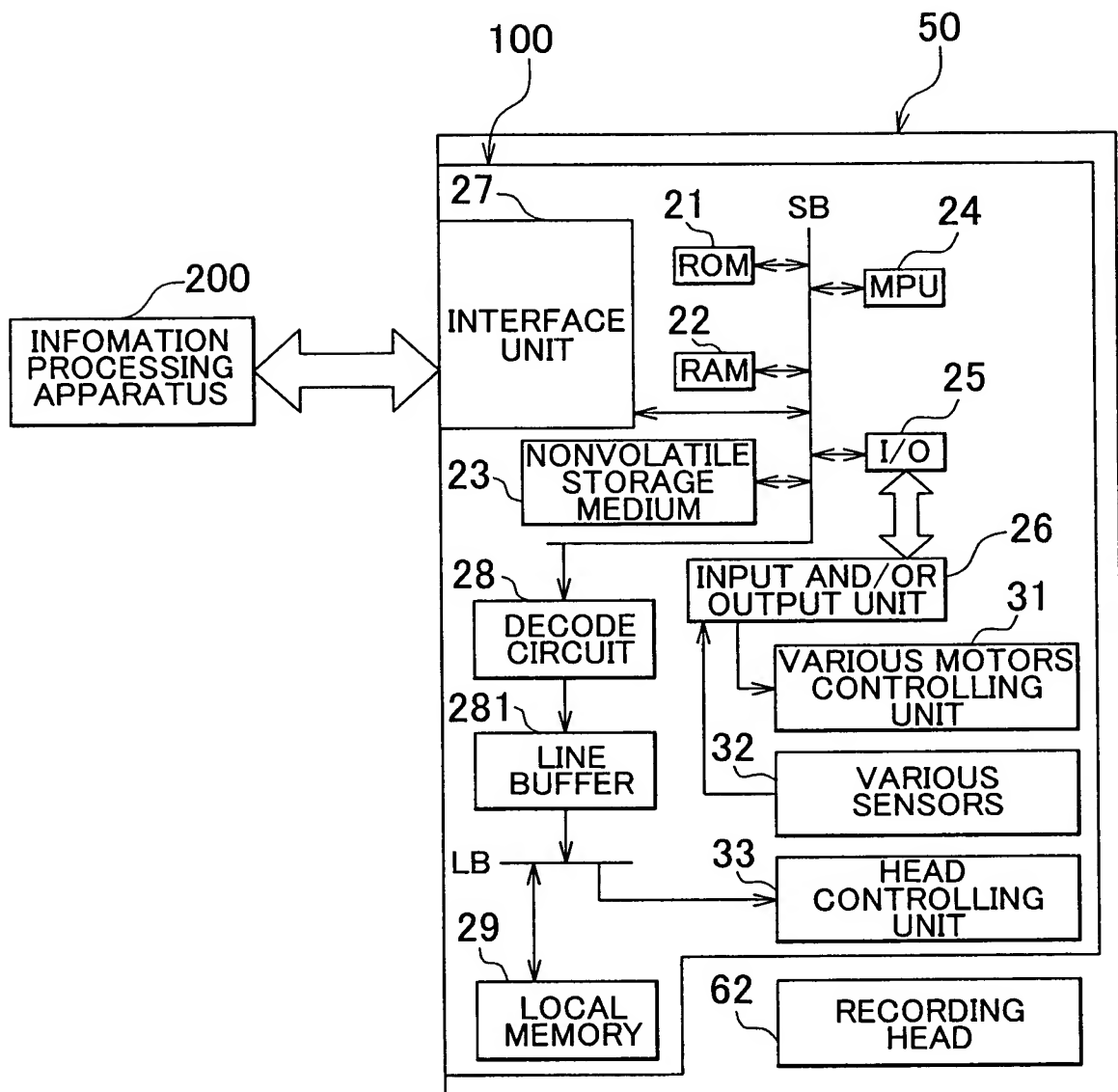




FIG. 3



INKJET TYPE RECORDING APPARATUS

FIG. 4

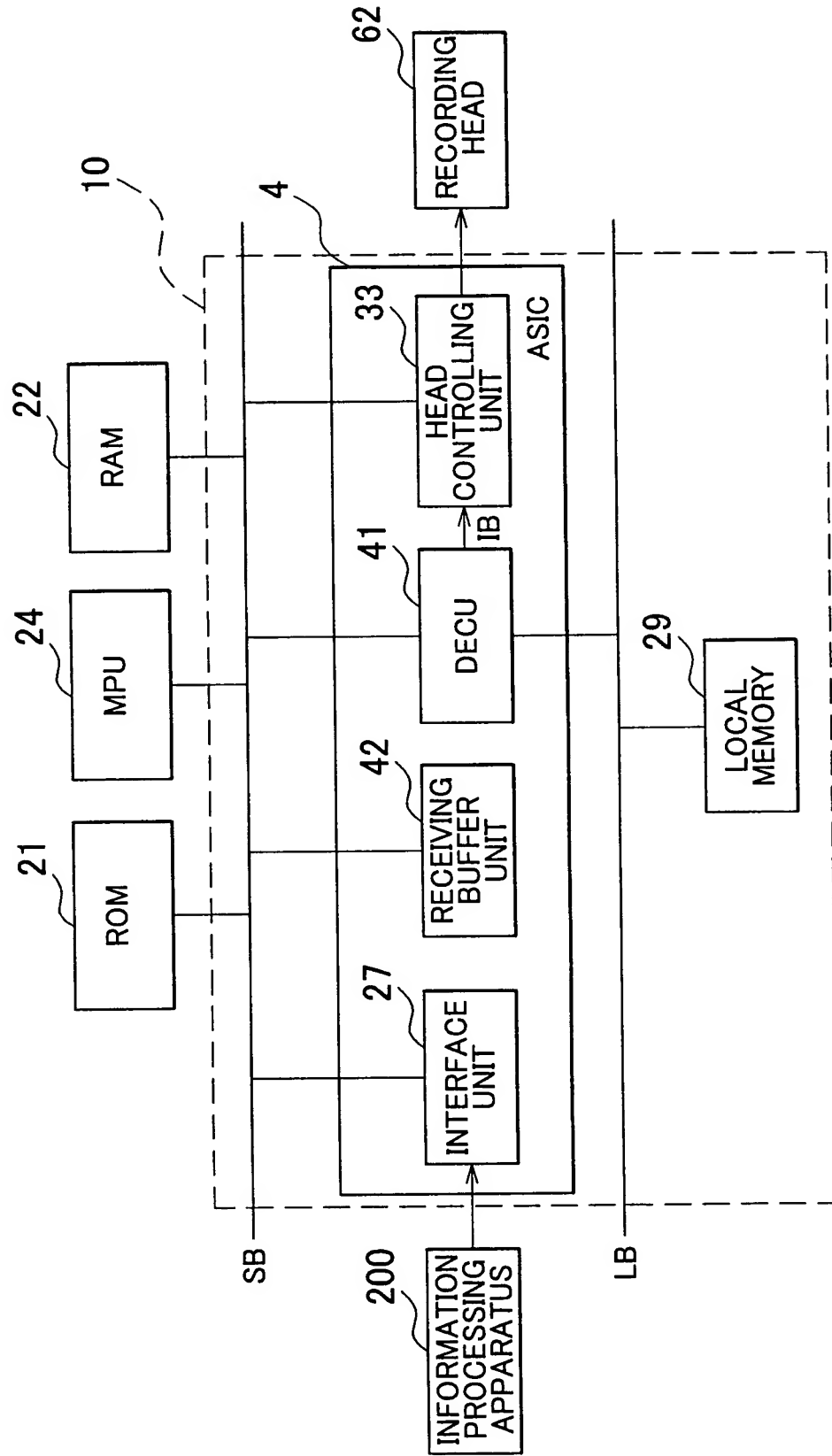




FIG. 5

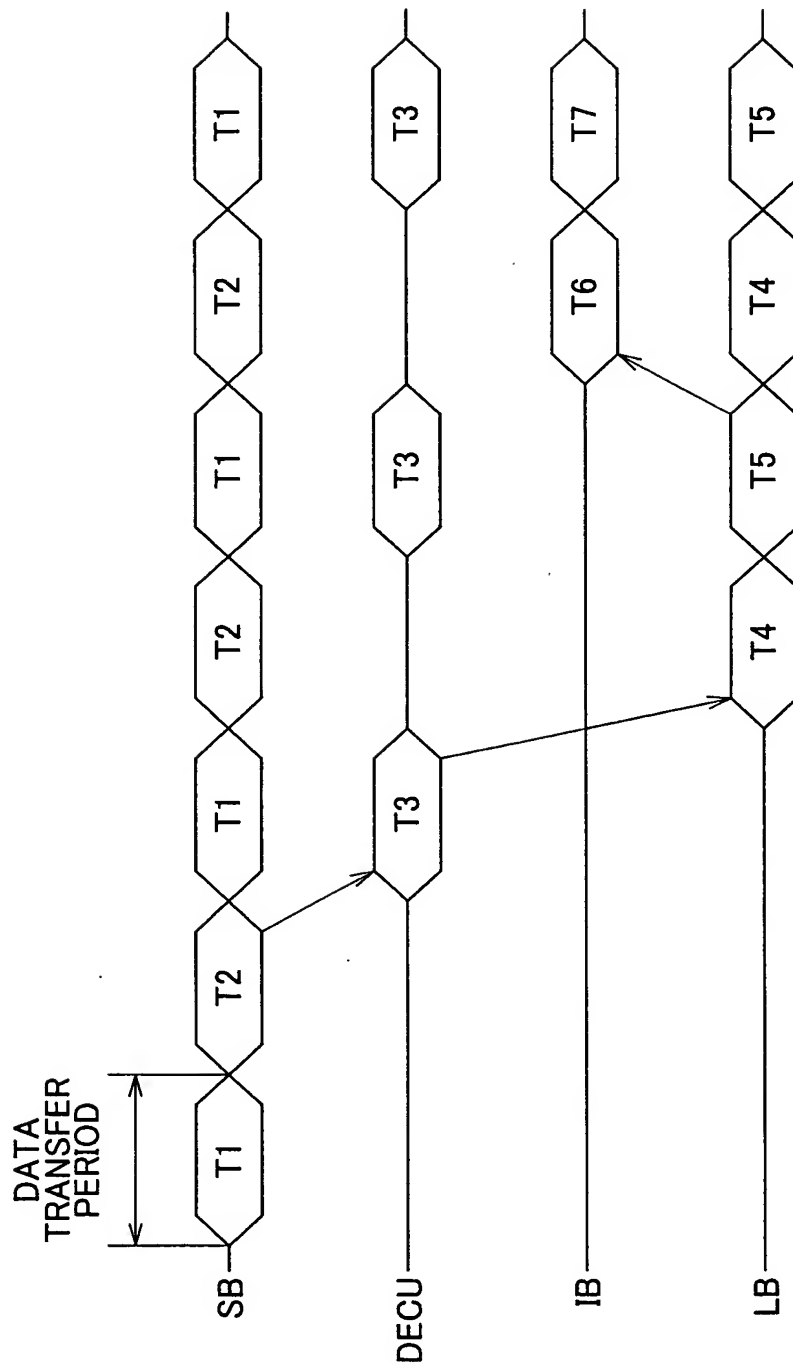
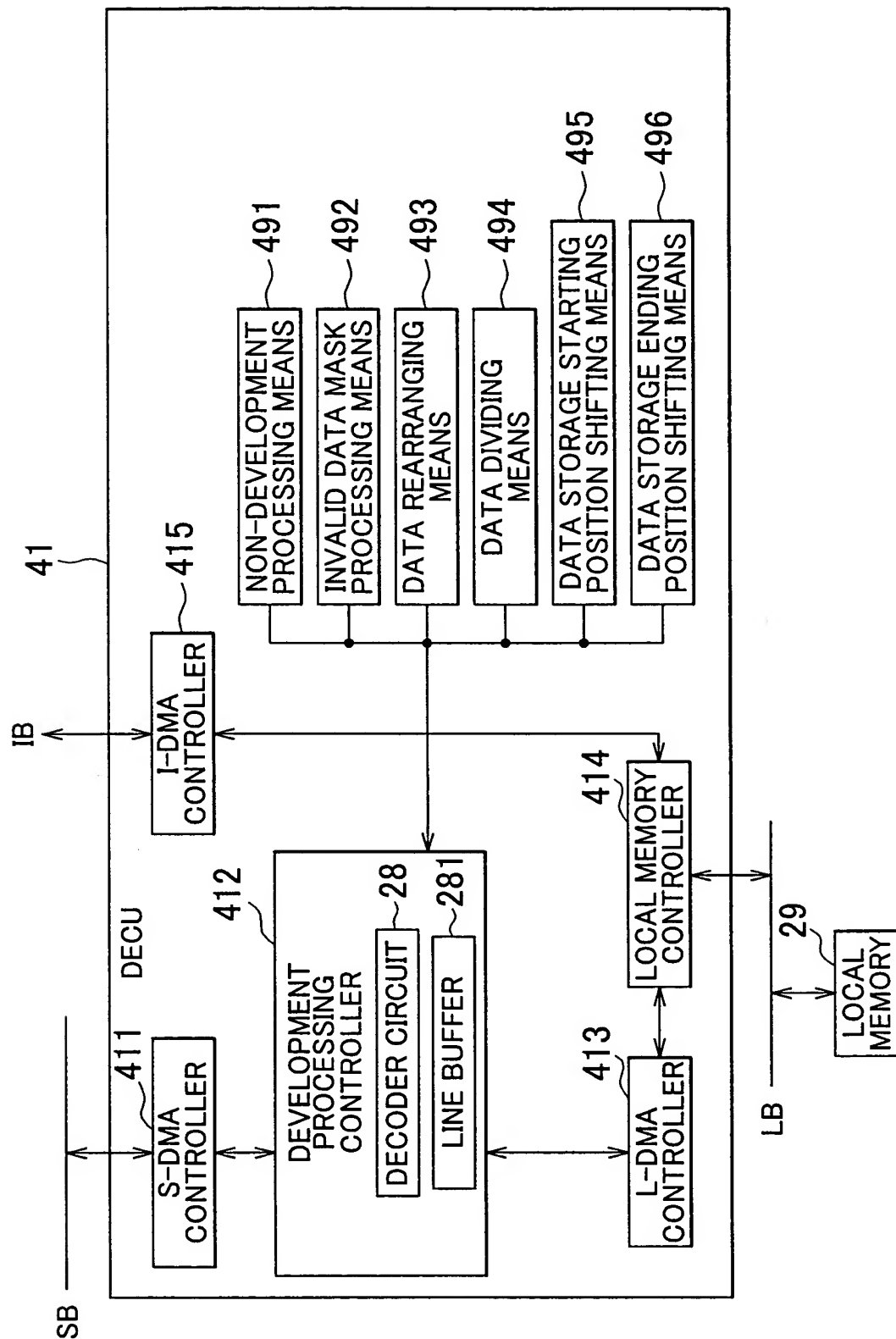


FIG. 6











SETTING CONDITION  
 NO VERTICAL LINE REARRANGEMENT  
 TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)  
 NUMBER OF BYTES IN 1 LINE : 16 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

FIG. 9A

D1 ⇒

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 9B

D2 ⇒

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 9C

D3 ⇒

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 9D

D4 ⇒

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 11
11 98	B0 F2	AB AB	AB AB
AB FF	FE FC	FD FF	FF FF



SETTING CONDITION  
 VERTICAL LINE REARRANGEMENT PERFORMED  
 TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)  
 NUMBER OF BYTES IN 1 LINE : 16 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

F I G. 10A

LOCAL MEMORY  
 D1 ↓

01 01	00 00	00 00	00 00	...	00 00
01 02	00 00	00 00	00 00	...	00 00
78 55	00 00	00 00	00 00	...	00 00
44 FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF 11	00 00	00 00	00 00	...	00 00
11 11	00 00	00 00	00 00	...	00 00

F I G. 10B

D2 ↓

01 01	66 12	00 00	00 00	...	00 00
01 02	77 45	00 00	00 00	...	00 00
78 55	89 10	00 00	00 00	...	00 00
44 FF	55 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF 11	10 20	00 00	00 00	...	00 00
11 11	20 20	00 00	00 00	...	00 00

F I G. 10C

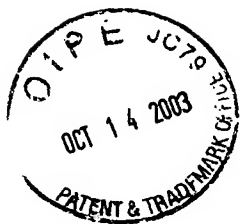
D3 ↓

01 01	66 12	20 20	00 00	...	00 00
01 02	77 45	20 20	00 00	...	00 00
78 55	89 10	12 13	00 00	...	00 00
44 FF	55 10	14 15	00 00	...	00 00
FF FF	10 10	16 17	00 00	...	00 00
FF FF	10 10	18 19	00 00	...	00 00
FF 11	10 20	20 11	00 00	...	00 00
11 11	20 20	11 11	00 00	...	00 00

F I G. 10D

D4 ↓

01 01	66 12	20 20	11 98	...	00 00
01 02	77 45	20 20	B0 F2	...	00 00
78 55	89 10	12 13	AB AB	...	00 00
44 FF	55 10	14 15	AB AB	...	00 00
FF FF	10 10	16 17	AB FF	...	00 00
FF FF	10 10	18 19	FE FC	...	00 00
FF 11	10 20	20 11	FD FF	...	00 00
11 11	20 20	11 11	FF FF	...	00 00



# FIG. 11

OPERATION CONDITION  
 MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS  
 LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS  
 NUMBER OF 1 LINE BUFFER : 16 BYTES

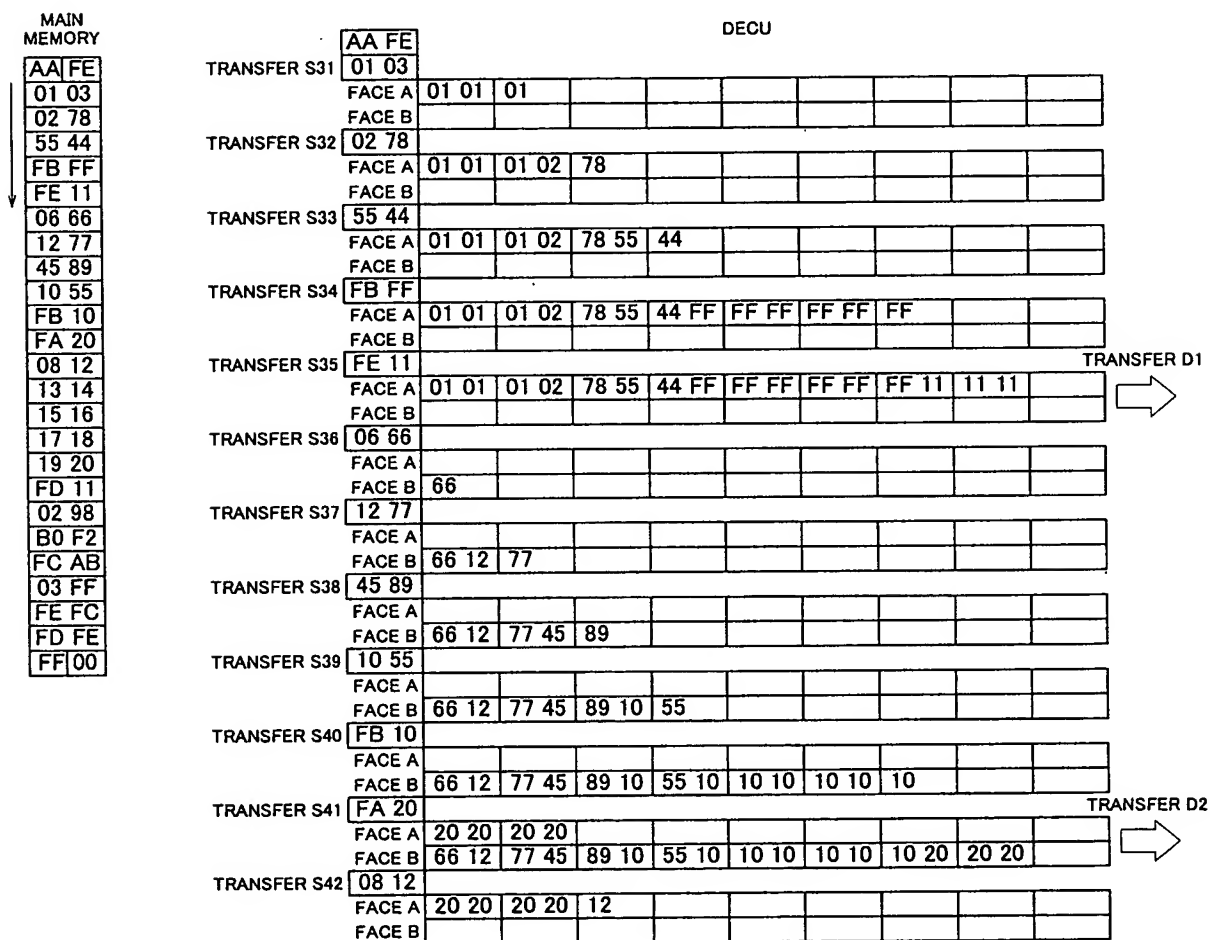






FIG. 14



SETTING CONDITION  
 VERTICAL LINE REARRANGEMENT PERFORMED  
 TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)  
 NUMBER OF BYTES IN 1 LINE : 15 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 15A

LOCAL MEMORY

D1 ↓

01	01	00	00	00	00	00	00	...	00	00
01	02	00	00	00	00	00	00	...	00	00
78	55	00	00	00	00	00	00	...	00	00
44	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	11	00	00	00	00	00	00	...	00	00
11	00	00	00	00	00	00	00	...	00	00

FIG. 15B

D2 ↓

01	01	66	12	00	00	00	00	...	00	00
01	02	77	45	00	00	00	00	...	00	00
78	55	89	10	00	00	00	00	...	00	00
44	FF	55	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	11	10	20	00	00	00	00	...	00	00
11	00	20	00	00	00	00	00	...	00	00

FIG. 15C

D3 ↓

01	01	66	12	20	20	00	00	...	00	00
01	02	77	45	20	20	00	00	...	00	00
78	55	89	10	12	13	00	00	...	00	00
44	FF	55	10	14	15	00	00	...	00	00
FF	FF	10	10	16	17	00	00	...	00	00
FF	FF	10	10	18	19	00	00	...	00	00
FF	11	10	20	20	11	00	00	...	00	00
11	00	20	00	11	00	00	00	...	00	00

FIG. 15D

D4 ↓

01	01	66	12	20	20	11	98	...	00	00
01	02	77	45	20	20	B0	F2	...	00	00
78	55	89	10	12	13	AB	AB	...	00	00
44	FF	55	10	14	15	AB	AB	...	00	00
FF	FF	10	10	16	17	AB	FF	...	00	00
FF	FF	10	10	18	19	FE	FC	...	00	00
FF	11	10	20	20	11	FD	FF	...	00	00
11	00	20	00	11	00	FF	00	...	00	00



SETTING CONDITION  
 NO VERTICAL LINE REARRANGEMENT  
 TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)  
 NUMBER OF BYTES IN 1 LINE : 15 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

# LOCAL MEMORY

FIG. 16A

D1 ⇒

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 16B

D2 ⇒

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 16C

D3 ⇒

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 16D

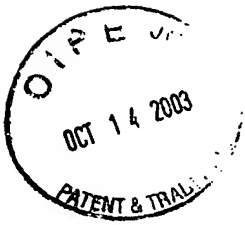
D4 ⇒

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	00
11	98	B0	F2	AB	AB	AB	AB
AB	FF	FE	FC	FD	FF	FF	00





FIG. 18



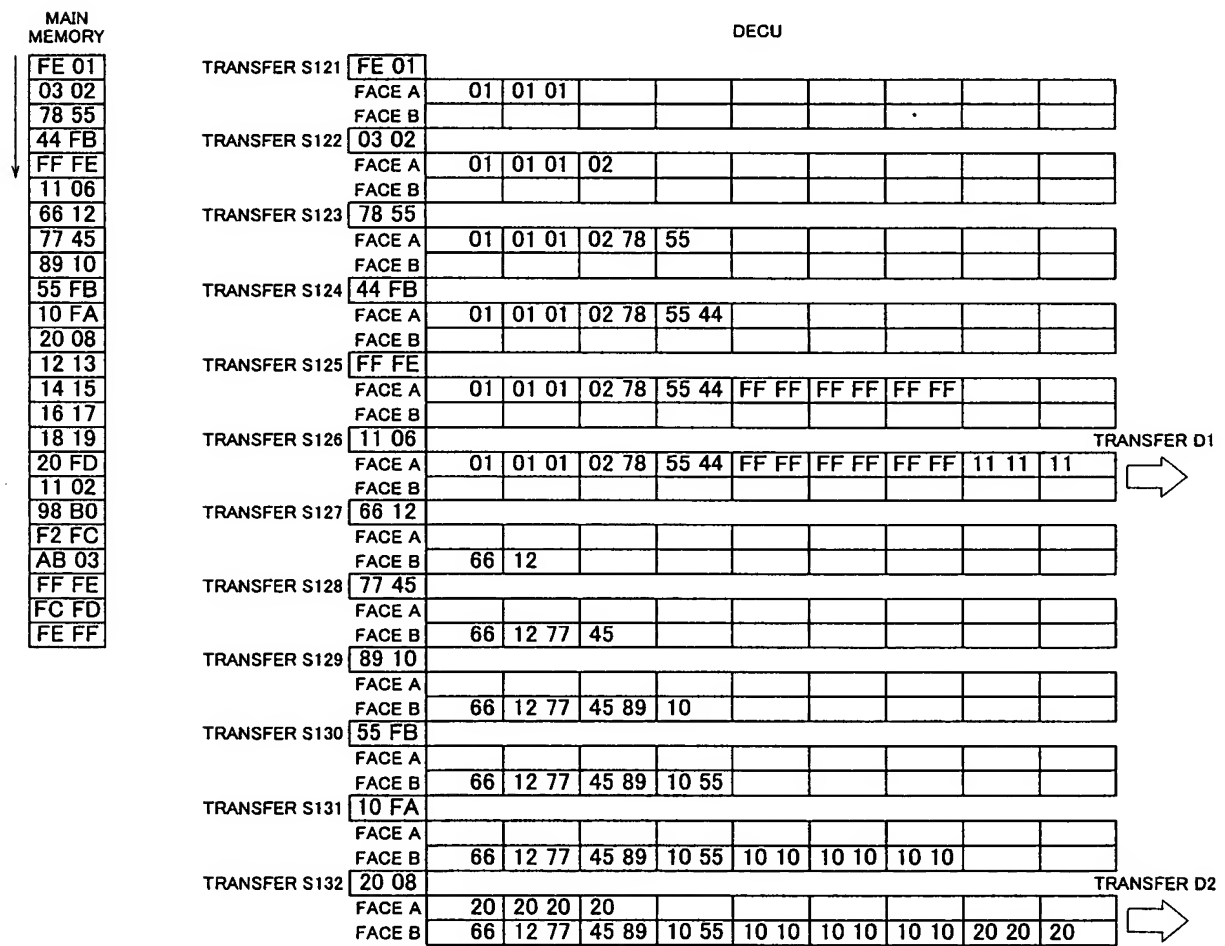
# FIG. 19

## OPERATION CONDITION

MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS

LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS

NUMBER OF 1 LINE BUFFER : 16 BYTES



**FIG. 20**



SETTING CONDITION  
 VERTICAL LINE REARRANGEMENT PERFORMED  
 TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)  
 NUMBER OF BYTES IN 1 LINE : 16 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 21A

LOCAL MEMORY

D1 ↓

00	01	00 00	00 00	00 00	...	00 00
01	01	00 00	00 00	00 00	...	00 00
02	78	00 00	00 00	00 00	...	00 00
55	44	00 00	00 00	00 00	...	00 00
FF	FF	00 00	00 00	00 00	...	00 00
FF	FF	00 00	00 00	00 00	...	00 00
FF	FF	00 00	00 00	00 00	...	00 00
11	11	00 00	00 00	00 00	...	00 00
11	00	00 00	00 00	00 00	...	00 00

FIG. 21B

D2 ↓

00	01	00 66	00 00	00 00	...	00 00
01	01	12 77	00 00	00 00	...	00 00
02	78	45 89	00 00	00 00	...	00 00
55	44	10 55	00 00	00 00	...	00 00
FF	FF	10 10	00 00	00 00	...	00 00
FF	FF	10 10	00 00	00 00	...	00 00
FF	FF	10 10	00 00	00 00	...	00 00
11	11	20 20	00 00	00 00	...	00 00
11	00	20 00	00 00	00 00	...	00 00

FIG. 21C

D3 ↓

00	01	00 66	00 20	00 00	...	00 00
01	01	12 77	20 20	00 00	...	00 00
02	78	45 89	20 12	00 00	...	00 00
55	44	10 55	13 14	00 00	...	00 00
FF	FF	10 10	15 16	00 00	...	00 00
FF	FF	10 10	17 18	00 00	...	00 00
FF	FF	10 10	19 20	00 00	...	00 00
11	11	20 20	11 11	00 00	...	00 00
11	00	20 00	11 00	00 00	...	00 00

FIG. 21D

D4 ↓

00	01	00 66	00 20	00 11	...	00 00
01	01	12 77	20 20	98 B0	...	00 00
02	78	45 89	20 12	F2 AB	...	00 00
55	44	10 55	13 14	AB AB	...	00 00
FF	FF	10 10	15 16	AB AB	...	00 00
FF	FF	10 10	17 18	FF FE	...	00 00
FF	FF	10 10	19 20	FC FD	...	00 00
11	11	20 20	11 11	FF FF	...	00 00
11	00	20 20	11 00	FF 00	...	00 00







SETTING CONDITION  
VERTICAL LINE REARRANGEMENT PERFORMED  
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)  
NUMBER OF BYTES IN 1 LINE : 15 BYTES  
NUMBER OF DEVELOPED LINES : 4 LINES

F I G. 24A

LOCAL MEMORY

D1 ↓

00	01	00	00	00	00	00	00	...	00	00
01	01	00	00	00	00	00	00	...	00	00
02	78	00	00	00	00	00	00	...	00	00
55	44	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
11	11	00	00	00	00	00	00	...	00	00

F I G. 24B

D2 ↓

00	01	00	66	00	00	00	00	...	00	00
01	01	12	77	00	00	00	00	...	00	00
02	78	45	89	00	00	00	00	...	00	00
55	44	10	55	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
11	11	20	20	00	00	00	00	...	00	00

F I G. 24C

D3 ↓

00	01	00	66	00	20	00	00	...	00	00
01	01	12	77	20	20	00	00	...	00	00
02	78	45	89	20	12	00	00	...	00	00
55	44	10	55	13	14	00	00	...	00	00
FF	FF	10	10	15	16	00	00	...	00	00
FF	FF	10	10	17	18	00	00	...	00	00
FF	FF	10	10	19	20	00	00	...	00	00
11	11	20	20	11	11	00	00	...	00	00

F I G. 24D

D4 ↓

00	01	00	66	00	20	00	11	...	00	00
01	01	12	77	20	20	98	B0	...	00	00
02	78	45	89	20	12	F2	AB	...	00	00
55	44	10	55	13	14	AB	AB	...	00	00
FF	FF	10	10	15	16	AB	AB	...	00	00
FF	FF	10	10	17	18	FF	FE	...	00	00
FF	FF	10	10	19	20	FC	FD	...	00	00
11	11	20	20	11	11	FF	FF	...	00	00











OCT 14 2003

PATENT & TRADE MARK

SETTING CONDITION  
 VERTICAL LINE REARRANGEMENT PERFORMED  
 TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)  
 NUMBER OF BYTES IN 1 LINE : 16 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

F I G. 29A

LOCAL MEMORY

D1 ↓	IMAGE 1				
01 01	00 00	00 00	00 00	...	00 00
01 02	00 00	00 00	00 00	...	00 00
78 55	00 00	00 00	00 00	...	00 00
44 FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF 11	00 00	00 00	00 00	...	00 00
11 11	00 00	00 00	00 00	...	00 00

F I G. 29B

D2 ↓	IMAGE 2				
66 12	00 00	00 00	00 00	...	00 00
77 45	00 00	00 00	00 00	...	00 00
89 10	00 00	00 00	00 00	...	00 00
55 10	00 00	00 00	00 00	...	00 00
10 10	00 00	00 00	00 00	...	00 00
10 10	00 00	00 00	00 00	...	00 00
10 20	00 00	00 00	00 00	...	00 00
20 20	00 00	00 00	00 00	...	00 00

F I G. 29C

D3 ↓	IMAGE 1				
01 01	20 20	00 00	00 00	...	00 00
01 02	20 20	00 00	00 00	...	00 00
78 55	12 13	00 00	00 00	...	00 00
44 FF	14 15	00 00	00 00	...	00 00
FF FF	16 17	00 00	00 00	...	00 00
FF FF	18 19	00 00	00 00	...	00 00
FF 11	20 11	00 00	00 00	...	00 00
11 11	11 11	00 00	00 00	...	00 00

F I G. 29D

D4 ↓	IMAGE 2				
66 12	11 98	00 00	00 00	...	00 00
77 45	B0 F2	00 00	00 00	...	00 00
89 10	AB AB	00 00	00 00	...	00 00
55 10	AB AB	00 00	00 00	...	00 00
10 10	AB FF	00 00	00 00	...	00 00
10 10	FE FC	00 00	00 00	...	00 00
10 20	FD FF	00 00	00 00	...	00 00
20 20	FF FF	00 00	00 00	...	00 00



SETTING CONDITION  
NO VERTICAL LINE REARRANGEMENT  
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)  
NUMBER OF BYTES IN 1 LINE : 16 BYTES  
NUMBER OF DEVELOPED LINES : 4 LINES

F I G. 30A

LOCAL MEMORY				IMAGE 1			
D1 ⇒	01	01	01	02	78	55	44 FF
	FF	FF	FF	FF	11	11	11
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00

F I G. 30B

				IMAGE 2			
D2 ⇒	66	12	77	45	89	10	55 10
	10	10	10	10	10	20	20 20
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00

F I G. 30C

				IMAGE 1			
D3 ⇒	01	01	01	02	78	55	44 FF
	FF	FF	FF	FF	11	11	11
	20	20	20	20	12	13	14 15
	16	17	18	19	20	11	11 11
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00

F I G. 30D

				IMAGE 2			
D4 ⇒	66	12	77	45	89	10	55 10
	10	10	10	10	10	20	20 20
	11	98	B0	F2	AB	AB	AB AB
	AB	FF	FE	FC	FD	FF	FF FF
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00
	00	00	00	00	00	00	00

SETTING CONDITION  
VERTICAL LINE REARRANGEMENT PERFORMED  
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)  
NUMBER OF BYTES IN 1 LINE : 15 BYTES  
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 31A

LOCAL MEMORY									
D1 ↓		IMAGE 1							
01	01	00	00	00	00	00	00	...	00 00
01	02	00	00	00	00	00	00	...	00 00
78	55	00	00	00	00	00	00	...	00 00
44	FF	00	00	00	00	00	00	...	00 00
FF	FF	00	00	00	00	00	00	...	00 00
FF	FF	00	00	00	00	00	00	...	00 00
FF	11	00	00	00	00	00	00	...	00 00
11	00	00	00	00	00	00	00	...	00 00

FIG. 31B

D2 ↓		IMAGE 2							
66	12	00	00	00	00	00	00	...	00 00
77	45	00	00	00	00	00	00	...	00 00
89	10	00	00	00	00	00	00	...	00 00
55	10	00	00	00	00	00	00	...	00 00
10	10	00	00	00	00	00	00	...	00 00
10	10	00	00	00	00	00	00	...	00 00
10	20	00	00	00	00	00	00	...	00 00
20	00	00	00	00	00	00	00	...	00 00

FIG. 31C

D3 ↓		IMAGE 1							
01	01	20	20	00	00	00	00	...	00 00
01	02	20	20	00	00	00	00	...	00 00
78	55	12	13	00	00	00	00	...	00 00
44	FF	14	15	00	00	00	00	...	00 00
FF	FF	16	17	00	00	00	00	...	00 00
FF	FF	18	19	00	00	00	00	...	00 00
FF	11	20	11	00	00	00	00	...	00 00
11	00	11	00	00	00	00	00	...	00 00

FIG. 31D

D4 ↓		IMAGE 2							
66	12	11	98	00	00	00	00	...	00 00
77	45	B0	F2	00	00	00	00	...	00 00
89	10	AB	AB	00	00	00	00	...	00 00
55	10	AB	AB	00	00	00	00	...	00 00
10	10	AB	FF	00	00	00	00	...	00 00
10	10	FE	FC	00	00	00	00	...	00 00
10	20	FD	FF	00	00	00	00	...	00 00
20	00	FF	00	00	00	00	00	...	00 00



SETTING CONDITION  
 NO VERTICAL LINE REARRANGEMENT  
 TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)  
 NUMBER OF BYTES IN 1 LINE : 15 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

F I G. 32A

LOCAL MEMORY			IMAGE 1	
D1 ⇒	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

F I G. 32B

			IMAGE 2	
D2 ⇒	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

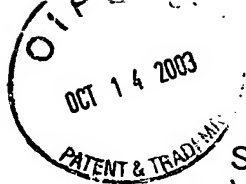
F I G. 32C

			IMAGE 1	
D3 ⇒	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 00
	20 20	20 20	12 13	14 15
	16 17	18 19	20 11	11 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

F I G. 32D

			IMAGE 2	
D4 ⇒	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 00
	11 98	B0 F2	AB AB	AB AB
	AB FF	FE FC	FD FF	FF 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00





SETTING CONDITION  
 VERTICAL LINE REARRANGEMENT PERFORMED  
 TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)  
 NUMBER OF BYTES IN 1 LINE : 16 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

F I G. 33A

LOCAL MEMORY									
D1 ↓		IMAGE 1							
00	01	00	00	00	00	00	00	...	00 00
01	01	00	00	00	00	00	00	...	00 00
02	78	00	00	00	00	00	00	...	00 00
55	44	00	00	00	00	00	00	...	00 00
FF	FF	00	00	00	00	00	00	...	00 00
FF	FF	00	00	00	00	00	00	...	00 00
FF	FF	00	00	00	00	00	00	...	00 00
11	11	00	00	00	00	00	00	...	00 00
11	00	00	00	00	00	00	00	...	00 00

F I G. 33B

D2 ↓		IMAGE 2							
00	66	00	00	00	00	00	00	...	00 00
12	77	00	00	00	00	00	00	...	00 00
45	89	00	00	00	00	00	00	...	00 00
10	55	00	00	00	00	00	00	...	00 00
10	10	00	00	00	00	00	00	...	00 00
10	10	00	00	00	00	00	00	...	00 00
10	10	00	00	00	00	00	00	...	00 00
20	20	00	00	00	00	00	00	...	00 00
20	00	00	00	00	00	00	00	...	00 00

F I G. 33C

D3 ↓		IMAGE 1							
00	01	00	20	00	00	00	00	...	00 00
01	01	20	20	00	00	00	00	...	00 00
02	78	20	12	00	00	00	00	...	00 00
55	44	13	14	00	00	00	00	...	00 00
FF	FF	15	16	00	00	00	00	...	00 00
FF	FF	17	18	00	00	00	00	...	00 00
FF	FF	19	20	00	00	00	00	...	00 00
11	11	11	11	00	00	00	00	...	00 00
11	00	11	00	00	00	00	00	...	00 00

F I G. 33D

D4 ↓		IMAGE 2							
00	66	00	11	00	00	00	00	...	00 00
12	77	98	B0	00	00	00	00	...	00 00
45	89	F2	AB	00	00	00	00	...	00 00
10	55	AB	AB	00	00	00	00	...	00 00
10	10	AB	AB	00	00	00	00	...	00 00
10	10	FF	FE	00	00	00	00	...	00 00
10	10	FC	FD	00	00	00	00	...	00 00
20	20	FF	FF	00	00	00	00	...	00 00
20	00	FF	00	00	00	00	00	...	00 00



SETTING CONDITION  
 VERTICAL LINE REARRANGEMENT PERFORMED  
 TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)  
 NUMBER OF BYTES IN 1 LINE : 15 BYTES  
 NUMBER OF DEVELOPED LINES : 4 LINES

F I G. 34A

LOCAL MEMORY

D1 ↓ IMAGE 1

00	01	00 00	00 00	00 00	...	00 00
01	01	00 00	00 00	00 00	...	00 00
02	78	00 00	00 00	00 00	...	00 00
55	44	00 00	00 00	00 00	...	00 00
FF	FF	00 00	00 00	00 00	...	00 00
FF	FF	00 00	00 00	00 00	...	00 00
FF	FF	00 00	00 00	00 00	...	00 00
11	11	00 00	00 00	00 00	...	00 00

F I G. 34B

D2 ↓ IMAGE 2

00	66	00 00	00 00	00 00	...	00 00
12	77	00 00	00 00	00 00	...	00 00
45	89	00 00	00 00	00 00	...	00 00
10	55	00 00	00 00	00 00	...	00 00
10	10	00 00	00 00	00 00	...	00 00
10	10	00 00	00 00	00 00	...	00 00
10	10	00 00	00 00	00 00	...	00 00
20	20	00 00	00 00	00 00	...	00 00

F I G. 34C

D3 ↓ IMAGE 1

00	01	00 20	00 00	00 00	...	00 00
01	01	20 20	00 00	00 00	...	00 00
02	78	20 12	00 00	00 00	...	00 00
55	44	13 14	00 00	00 00	...	00 00
FF	FF	15 16	00 00	00 00	...	00 00
FF	FF	17 18	00 00	00 00	...	00 00
FF	FF	19 20	00 00	00 00	...	00 00
11	11	11 11	00 00	00 00	...	00 00

F I G. 34D

D4 ↓ IMAGE 2

00	66	00 11	00 00	00 00	...	00 00
12	77	98 B0	00 00	00 00	...	00 00
45	89	F2 AB	00 00	00 00	...	00 00
10	55	AB AB	00 00	00 00	...	00 00
10	10	AB AB	00 00	00 00	...	00 00
10	10	FF FE	00 00	00 00	...	00 00
10	10	FC FD	00 00	00 00	...	00 00
20	20	FF FF	00 00	00 00	...	00 00



# FIG. 35

OPERATION CONDITION  
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS  
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS  
NUMBER OF 1 LINE BUFFER : 16 BYTES

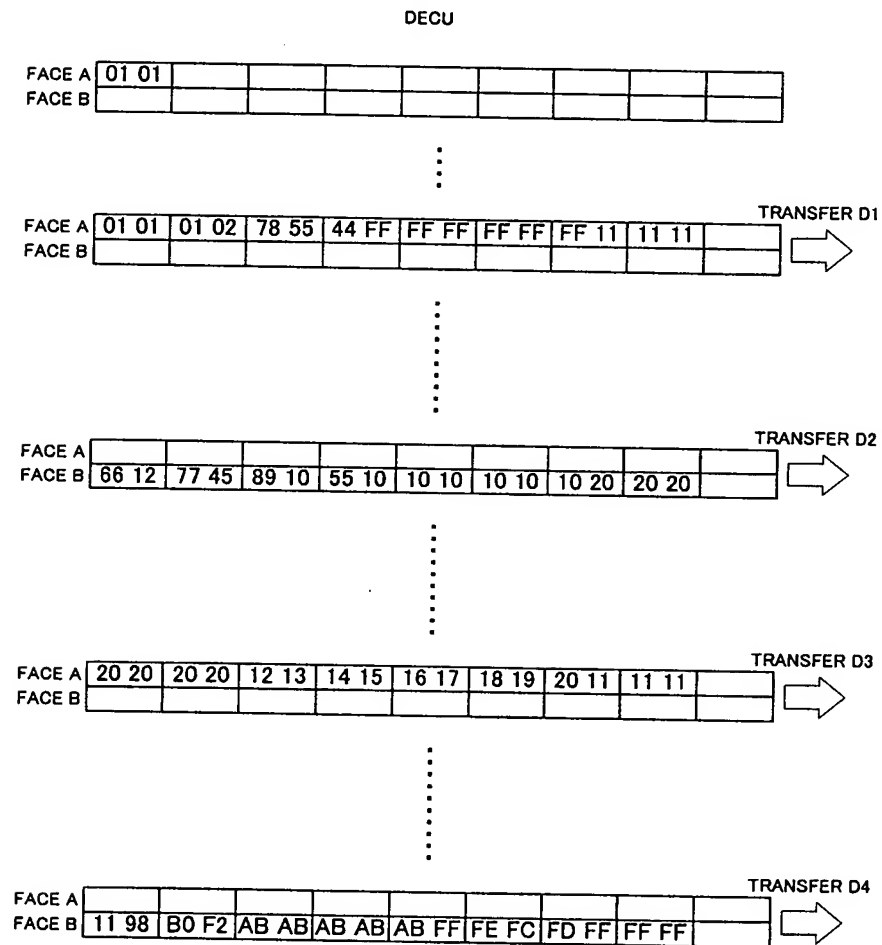




FIG. 36

